SONOMA COUNTY WATER AGENCY

FY 06-07 BUDGET REQUEST

FY 2006-07 BUDGET DRAFT BUDGET SECTION SUMMARY

Department:	SONOMA COUNTY	WATER	AGENCY	

A. Program Description

The Sonoma County Water Agency is a countywide special district responsible for domestic water supply delivery to eight prime contractors (the Cities of Santa Rosa, Petaluma, Sonoma, Rohnert Park, and Cotati; Valley of the Moon; Forestville; and North Marin Water Districts). The Agency designs, constructs and maintains flood control facilities. The Sonoma County Water Agency operates and maintains Spring Lake Park via contract with the Sonoma County Regional Parks Department. The Water Agency also provides Sanitation services to four County Sanitation Districts and four Sanitation Zones of Benefit. The Board of Supervisors serve as the Board of Directors of the Water Agency.

The five major functions of the Sonoma County Water Agency are: Administration/General, Water Transmission, Water Supply, Flood Control and Sanitation.

B. Financial Summary

	GROSS EXPENDITURES NET COST / USE OF FUND BALA					
Section	FY 05-06 Adopted	FY 06-07 Requested	Percent Change	FY 05-06 Adopted	FY 06-07 Requested	Percent Change
Admin & General	\$33,626,348	\$37,157,443	10.50%	\$1,255,829	(\$1,415,623)	(212.72%)
Flood Control	23,000,245	18,972,084	(17.51%)	16,336,838	7,314,784	(55.23%)
Water Supply	7,607,166	12,428,222	63.38%	1,316,088	2,028,320	54.12%
Water Transmission	55,148,435	42,992,250	(22.04%)	15,668,018	8,005,807	(48.90%)
Internal Service Fund	9,855,040	5,519,535	(43.99%)	1,942,124	379,232	(80.47%)
Sanitation	50,411,642	33,929,425	(32.70%)	28,515,634	5,070,921	(82.22%)
TOTAL:	\$179,648,876	\$150,998,959	(15.95%)	\$65,034,531	\$21,383,440	(67.12%)

C. Staffing Summary

	FY 05-06	FY 06-07	Number	Percent	
Staffing	Adopted	Requested	Change	Change	
Permanent	200.00	206.00	6.00	3.00%	
Extra Help	15.75	17.77	2.02	12.83%	
Overtime	4.34	4.34	0.00	0.00%	

D. SUMMARY OF ISSUES AND SIGNIFICANT CHANGES

Refer to the following pages for a summary of issues and changes.